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| ***Tic-Tac-Toe Game***  ***by***  ***Name: mohab zearban***  ***No : 1206***  ***Name : Mohamed elmasry***  ***No:1090*** |

***[1] Tools Used :***

1) VrmlPad.

2) CosmoPlayer

3) Mozilla Firefox

***[2] Project Design :***

1) we design 9 cylindrical shape to make 3\*3 cylindrical places.

2) we design 2 text shape that was X & Y.

3) we design spherical shape for reset bottom .

4) we design line to indicate which row make the player wins.

5)we make a music played when the game started.

6)when the game started we check each turn each row, column & diagonals if there is 3X or 3O .

***[3]code snippets :***

#creates a string X and O

Transform {

translation IS trans

scale .4 .4 .4

children [Shape {

geometry Text {

fontStyle FontStyle {

justify "MIDDLE"

}

string "X"

}

appearance Appearance {

material Material {

diffuseColor 1 1 1}

}}]}

Transform {

translation IS trans

scale .4 .4 .4

children [

Shape {

geometry Text {

fontStyle FontStyle {

justify "MIDDLE"

}

string "O"}

appearance Appearance {

material Material {

diffuseColor 1 1 1}

}

}

]

}

]}

#reset sphere

Transform {

translation 2.5 .5 0

rotation 1 0 0 1.57

children [

DEF ts1 TouchSensor {}

DEF words Transform {

rotation 1 0 0 -1.57

translation -.17 .2 .05

scale .1 .1 .1

children [

Shape {

geometry Text {

string "RESET"

}

}]}

Shape {

geometry Sphere {

radius 0.2

}

appearance Appearance {

material Material {

diffuseColor .2 .2 .2}}}]}

#indicate who win

function touch(value){

plus += 1;

if(match1 + match2 + match3 == 'xxx'){whowon = 4; disable = FALSE; xoro = 1; }

if(match4 + match5 + match6 == 'xxx'){whowon = 5;disable = FALSE;xoro = 1;}

if(match7 + match8 + match9 == 'xxx'){whowon = 6;disable = FALSE;xoro = 1;}

if(match1 + match4 + match7 == 'xxx'){whowon = 1;disable = FALSE;xoro = 1;}

if(match2 + match5 + match8 == 'xxx'){whowon = 2;disable = FALSE;xoro = 1;}

if(match3 + match6 + match9 == 'xxx'){whowon = 3;disable = FALSE;xoro = 1;}

if(match1 + match5 + match9 == 'xxx'){whowon = 8;disable = FALSE;xoro = 1;}

if(match3 + match5 + match7 == 'xxx'){whowon = 7;disable = FALSE;xoro = 1;}

if(match1 + match2 + match3 == 'ooo'){whowon = 4;disable = FALSE;xoro = 2;}

if(match4 + match5 + match6 == 'ooo'){whowon = 5;disable = FALSE;xoro = 2;}

if(match7 + match8 + match9 == 'ooo'){whowon = 6;disable = FALSE;xoro = 2;}

if(match1 + match4 + match7 == 'ooo'){whowon = 1;disable = FALSE;xoro = 2;}

if(match2 + match5 + match8 == 'ooo'){whowon = 2;disable = FALSE;xoro = 2;}

if(match3 + match6 + match9 == 'ooo'){whowon = 3;disable = FALSE;xoro = 2;}

if(match1 + match5 + match9 == 'ooo'){whowon = 8;disable = FALSE;xoro = 2;}

if(match3 + match5 + match7 == 'ooo'){whowon = 7;disable = FALSE;xoro = 2;}

}

#play music

DEF back Transform {

translation 0 .1 -.01

children [

Shape {

geometry Box {

size 2.9 1.4 0}

appearance Appearance {

material Material {

diffuseColor 1 1 .6}}

}

Sound { source DEF MySound AudioClip {

loop TRUE

url "mb.wav"

startTime 0}

}]}

[4]Screen Shots :

